ANOTHER RABCO RABBIT

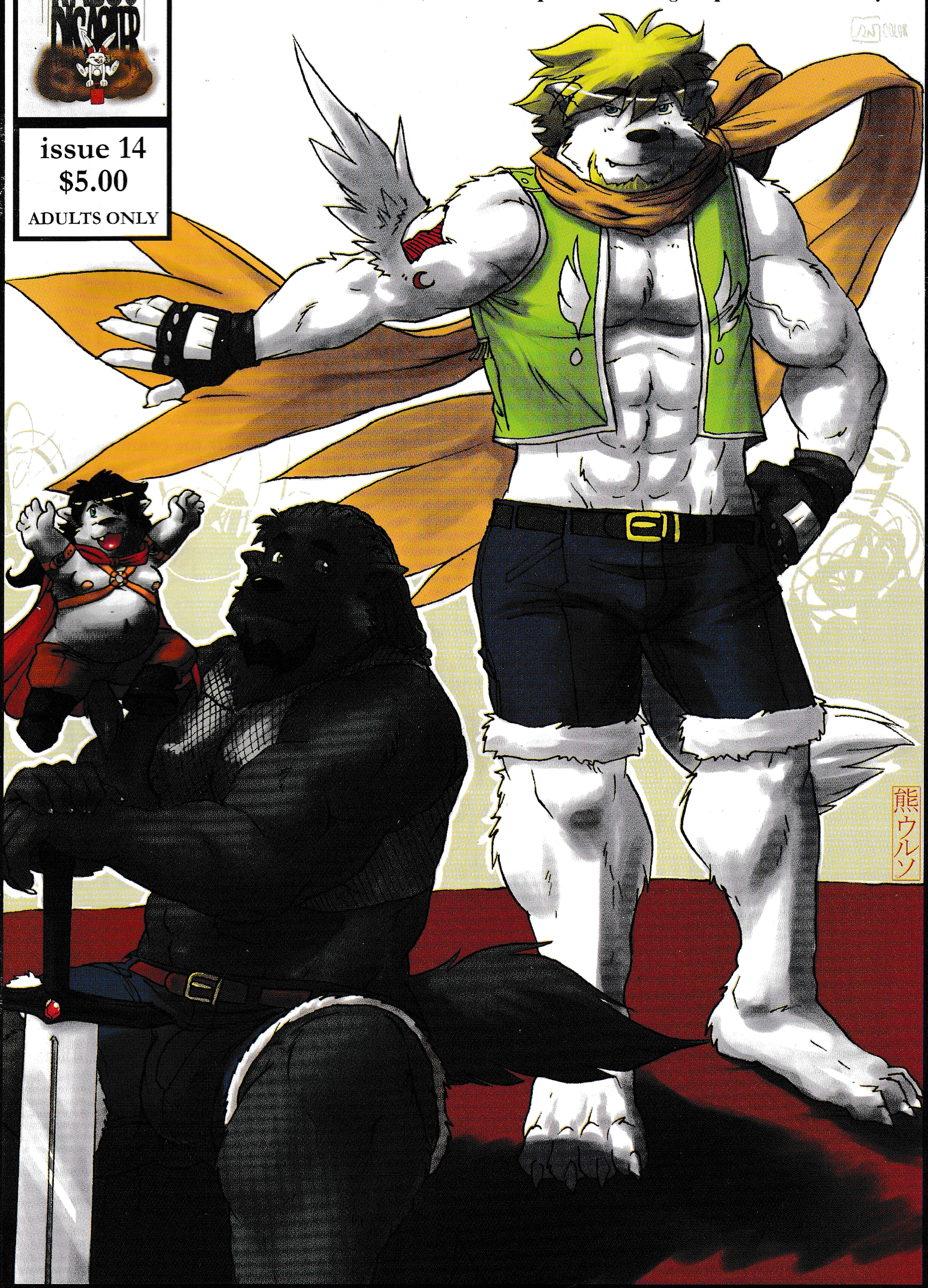
issue 14
$5.00
ADULTS ONLY

Spooo PRESENTS

THE LEGACY

OF CELUNES WEREWOLVES

Chapter Three: Magic, Spells and Treachery



spooo issue 14

The Legacy of Celune's Werwolves Chapter 3: Magic, Spells, and Treachery

written by
mark wulfgar & tredain

cover by
voln

pencil, inks & lettering by
mark wulfgar

base tones
kumatt

guest shaders
brown kuma - 1-3
kumatt - 4-8, 12, 14-15
rackun - 9-11, 13

layout & prepress
kurst

series editor
kurst

another RABCO disaster®
a rabbit valley® company

Visit online for the new
Vast Catalog of Other Good Stuff™

Rabbit Valley
PO Box 559
Needham Heights, MA 02494
USA

http://www.rabbitvalley.com/
http://www.spooo.com/
customerservice@rabbitvalley.com

spooo series editor
kurst

chief bunny & editor
sean rabbitt

crafty marketing fox
andrew rabbitt

One of the nicest people I have ever worked with in the Anthromorphic fandom has to be Mark Wulfgar. I can always expect something extra special whenever I receive his work for comics.

This comic is no exception. With the help of his friends he has come up with another issue in his unique worlds: the lands where wolves and bears cast magic, share their power and lust between them. It's a land I know a few people would want to live in.

I'm happy to work with him to extend the Spooo Anthology line up, to make it up to an amazing 14 comics that are out there under this line. It took a lot of hard work and money to get to that number. It took the support of artists, writers, and, most importantly, Rabbit Valley to get this much art out there.

After 14 comics, what do we want to do next? We want to make more! And how can we do it? More comics and ideas submitted to the anthology is one way. But more importantly, your support in buying this comic is just as important. It is something special to buy a comic and see the images come to life in the hard paper format.

I was talking to a few friends recently and they told me they love the comic series, they read them at a friend's house and will buy the comic later. So I asked why were they doing it? They simply replied that they are waiting for a reprint book or a special edition. Which was nice to hear but the truth is without sales of this comic there will be no reprint book – in fact you might not see many new issues or even an end. The whole reason why reprint books exist is because it sold so well. We would love to do reprints of our comics but at this point we haven't the numbers for it. We haven't even broken even on some.

If you like this comic and want to see more it's simple on how to make this happen. Buy the comic, tell your friends to buy the comic, heck tell your mother. The more comics we sell the faster we can print new issues of this and other comics.

With your full support we can work on this comic and make more of your dreams reality.

Thanks for your support!

It's all about yote.
Kurst "YipYap" Hyperyote

One Last Thing - If you are an artist or writer and have the skill and vision to be published in Spooo Presents. We would like to here from you! Please check out the inside front cover of Souls for more details on how you can be published!

SPOOO Volume 1 Number 14 - "The Legacy of Celune's Werewolves Chapter 3: Magic, Spells, and Treachery" Copyright © 2007 Rabbit Valley Artists Cooperative Association. All Rights Reserved. Rights include the right of reproduction in whole or in part in any form, physical or electronic. Portions of this book may be reproduced for purposes of review or advertising this title for sale. Published by Rabbit Valley Artists Cooperative Association, a non-profit Delaware corporation. Distributed through Rabbit Valley® Comics, PO Box 559, Needham Heights, MA 02494, USA. The stories, characters, and incidents mentioned in this publication are entirely fictional. Any similarity to any person, being, or place is purely coincidental. "The Legacy of Celune's Werewolves" is a Trademark and used with permission of the trademark owners. "Vast Catalog of Other Good Stuff" is a Trademark and "Rabbit Valley" and "Another RABCO Disaster" are Registered Trademarks and used with permission under license from the trademark owners. All letters or artwork sent to us becomes the property of the authors and may be reproduced in this publication. Any and all opinions expressed in this publication are those of the original authors and may not reflect those of the authors, the publisher, its officers, its shareholders, or any subsidiary or contractor thereof. Any advertising claims are the sole responsibility of the advertiser, and the publisher is not responsible for any acts or omissions taken on their part. Made on a Mac with Apple OS X 10.4, Adobe Photoshop 7, Illustrator 10, InDesign 2 and Acrobat Professional 6. Printed in Canada by Lebonfon.

THE LEGACY

OF CELUNE'S WEREWOLVES

Chapter Three: Magic, Spells and Treachery

In out last chapter; the sage Gideon was forced to leave Celune for a diplomatic trip with Justo, the lord of the land of coyotes. The Alpha wolf Deimos took advantage of this and sent his personal escort, the brothers Muller; to retrieve Adolph From Gideon's home.

Nearly caught by Deimos' treachery, Adolph was saved by Nathan's timely arrival. Unfortunately, this meant bearing Deimos' wrath instead. Using dark magic he transformed Nathan into a wolf and sealed his ability to change back. The Seer; Nathan's boyfriend', blames Adolph for this, already jealous after catching the two together.

In this chapter; Adolph prepares to learn magic From Garreth the Wise. However; like many things in Celune, Garreth's ways of teaching magic are more interesting than Adolph suspects...

The trip was amazing but I'm glad it's over.

I miss Adolph so much ...

... God... I will certainly miss this too

These coyotes really know how to suck a dick!

Justo has barely taken his mouth off of me all week...

Wow... Hot...

I love my job...

Meanwhile, back in Celune. The Sage Garreth prepares to share his talent of magic with Adolph...

Here we are.

Magic! I hope the training is exciting!

NATE

This is where I'm going to give you my gift.

Here?!

It's so small.

Yes. This is my humble home...

Oh really?

Adolph and Garreth enter the small wooden house. Only to find a surprise...

...
Wow

See? I like to call it 'cozy'.

The first rule of my training.

Is...

No clothing!

Now. Let's do something about you.

Huh?

I invoke the power of Matter!

What the?

...hmm?

What a nice body!

Yours is cute, too.

Let's begin the training.

First, I'll show you a little bit of my power...

I invoke the power of presence. Now you will obey my commands!

Suck my dick!

Good boy, that's how you do it!

Oh Honey, I'm home!

Can I come in?

Oh... I see you're busy...

...
Fun.

Oh! Hi Gideon. Stay and have some fun with us...

You know the rules. No clothes!

Ah!

Aw. I liked that outfit ...

Oh, forget the clothes.

Come and play!

?

Sexy!

Suck it...
You know
you want it!

So that's where Adolph is hiding. Garreth is teaching him magic.

I-It seems so...

Good.

Keep watching.

Yes, my lord.

Oh!

Don't mind me...

We're here to play too, Master.

This is fun.

Oh, Master. That's so hot!

So, are you enjoying the show?

...Seer?

Do you want to see us cum?!

Yes? I'd like to...

Then watch him eat my cum!

Eat! ... Eat!

glug

Did you like it?

Have to go!

pop

Oh, okay...

Oh, I'm very close!

A mind-control spell to make me suck your dick, huh...? Cool.

Here's a little trick of my own...

Ah!

Class is over. You two can go home now.

Welcome back, hun.

I missed you.

moan

So, he didn't teach Adolph the special trick he showed me.

Wanna see it?

...W-What trick...?

Oh, you seem eager to see it...

Watch.

Oh my god! This is crazy!

GROWL

Is that... it can't be... the mark of the forbidden sage!

But... how?!

I SEE YOU REMEMBER ME NOW, SEER...

Back with Adolph...

whine

Why are you so sad, Nate?

Do you feel something wrong too?

...Ok, we need to talk...

Where did you get this dog?

To be continued...